TRANSPORTS (V 1.2)

Some Armoured and Flyer Units are able to ferry allied Infantry Units across the battlefield, shielding them from harm and delivering them to their objective. These are distinct from Air Support Flyers in being active Elements on the board and indicated by having the Transport (X) Unit Loadout, with 'X' representing the maximum number of Units (not including Attached Elements) able to be Embarked on an Element in the Transports Unit at any one time. As examples, Transport (1): would allow a maximum of 1 unit in each Element in the Unit, and Transport (3): would allow a maximum of 3 units, and so on.

Embarking and Disembarking Transports

After fully completing its Movement Segment (including Checking for Coherency) an Infantry Unit without an Attached Character and in base contact with a friendly Transport Element may elect to forgo its Attack Segment and instead immediately **Embark** onto the Transport. It's advised the Embarkation be represented by placing a Token or the Infantry models on or near the Transport's stat card.

Likewise, a Transport Unit may **Disembark** a single Infantry Unit if it performed a Hold Move or Basic Move action during its Movement Segment. Each Transport Element in the Unit may perform ONE Embark or Disembark Action each Game Turn. The Infantry Unit MUST place its first model in base contact with the Transport Element it Disembarked from, with any remaining Elements placed within coherency. The newly Disembarked Unit does not have an Activation Token and can be Activated at the next available opportunity.

In the Example below, a Covenant Shadow has the Transport (1) Unit Loadout, thus up to one friendly Infantry Unit may jump onboard. A Unit of Grunts moves into base contact with the Shadow and, after Checking Coherency, Embarks. The Shadow now shuttles the Unit of Grunts across the Battlefield to their objective, where they may Disembark!

Should a Transport with Infantry Embarked be Destroyed, first place each Element of that Unit within 4" of the destroyed vehicle. Then that Unit gains a Cooldown Token, and suffers an immediate attack, with an Attack Dice Pool equal to the destroyed vehicles combined Damage Track numbers, as listed on an Element's Stat Profile. This attack is resolved at Firepower 3, with Heroic Saves Allowed. Then remove the destroyed vehicle from play after the attack is resolved.

Transports and Shooting

Many Transports arrive on the Battlefield armed with mounted weapons, being a threat to Enemy Units before allied Infantry even jump onboard! Other Transports, however, have no weapons mounted to their hulls. Either way, Embarked Infantry are provided the means to fire upon the Enemy from the relative safety of their Transport, adding to its total damage output - sometimes substantially!

It's reasonable to assume these soldiers can fire into all Arcs, unless stated otherwise, yet also likely the Transport can only offer so many shooting ports or angles of attack to the soldiers on board. Thus, any troop-carrying Element may add up to 2 Embarked Infantry Elements to the Transport's Unit for the purposes of a Ranged Attack in the Transports **Attack Segment** during an Activation or as part of a Reaction. This stacks, and a Transport Unit consisting of 2 troop-carrying Elements, each loaded with Infantry, may add a combined total of 4 Elements to the upcoming Attack, and so on.

Any Embarked Infantry Elements participating in such an Attack shall draw Line of Sight from the center of their respective Transports physical model, and may not use Grenades or Weapons with the Move or Fire Weapon Loadout. In cases of a Reaction, the Transport Units React Statistic shall be used.

Continuing with the example of a Grunt Unit Embarked on a Shadow, the picture above shows our Shadow electing to perform a Ranged Attack against an Enemy Warthog Unit. The attacking player adds together the Attack Dice total from the respective AT statistics of the Transport's onboard Plasma Turret and the Small Arms of 2 of the Embarked Grunt Elements.

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Hijacking a Transport or Vehicle with Attached Unit

If a Unit attempts to perform a Hijack against a vehicle while its transporting an Infantry Unit or has a Unit attached, after moving into contact but before taking an automatic point of damage for performing the Hijack, The Hijacker and one defending Unit Embarked or Attached to the vehicle resolve an Infantry Melee as described on Page 84.

If the Hijacker rolls more Skulls/Successes than the defender during this combat, the embarked Unit inside is repulsed (if it survived!) from the Transport, and the Hijack attempt proceeds as normal with the attacker suffering one automatic point of damage. If the defenders roll more, then the Hijack attempt is automatically failed, and the attacker is repulsed.

Should a Transport with one or more ARM Units embarked be successfully Hijacked, that Unit is automatically disembarked and repulsed out of the Transport.